

Ganupa Vineeth Reddy

925-487-7348 | ganupa.v@northeastern.edu | [linkedin.com/in/vineeth-ganupa](https://www.linkedin.com/in/vineeth-ganupa) | github.com/Ganupa7

Education

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| Northeastern University <i>Master of Science in Information Systems</i> | Sep 2021 – June 2023 Boston, MA |
| Birla Institute of Technology, Pilani <i>Bachelor of Engineering in Mechanical engineering</i> | Sep 2017 – June 2021 India |

Experience

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| Software Engineer Intern <i>Chamber of Products</i> | June 2020 – Sep 2020 Hyderabad, India |
| <ul style="list-style-type: none">• Prototyped and assessed proposals for new visual compression features using scripting languages like Node.js, Typescript, React, and Mobx.• Worked closely with app development team to optimize company's multimedia and video processing.• Demonstrated strong communication, writing, and presentation skills in proposing and implementing new ideas.• Used Go for developing network communication modules for the app platform focusing on video features and signal processing. | |
| Software Engineer Intern(Mobile and Front-end Engineering Team) <i>Imarc services</i> | Jan 2021 – June 2021 Noida, India |
| <ul style="list-style-type: none">• Helped develop app platform using Swift, Objective-C, Java, and C++, focusing on video features and signal processing.• Implemented features to improve user experience such as 6-digit verification code Paste and Auto-fill functionality.• Updated logic of allowing users to do transaction and related APIs of getting users' Paypal and Credit Card information.• Fixed a page rendering bug when users log in by fingerprint and Face id, saving users' time significantly and helped in testing.• Managed application deployment and orchestration using Kubernetes and performed general Unix administration tasks. | |

Projects

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| Planet Lamplighter Wechat Mini Program <i>Python, Flask, React, PostgreSQL, Docker</i> |
| <ul style="list-style-type: none">• A mini program Game helping people travel virtually and know more locations on this earth.• Added track animation between cities with Globe.GL, HTML/CSS and JavaScript to enhance vision effect.• Developed a Python crawler to collect needed information of more than 3000 global cities from Wikipedia.• Developed a responsive user interface using React for the Planet Lamplighter Wechat Mini Program game. |
| Chocopy WASM Compiler <i>Spigot API, Java, Maven, TravisCI, Git</i> |
| <ul style="list-style-type: none">• Implemented one subset of Chocopy compiler in cooperative way that is a subset of Python3 with Typescript.• Worked in compiler frontend group through Javascript and HTML to achieve code highlight, code line number showing, code clear, code run, code download and other features in code text editor. |
| Video Compression and Processing for Improved Streaming <i>Spigot API, Java, Maven, TravisCI, Git</i> |
| <ul style="list-style-type: none">• Created a Python-based tool for video compression using AVC and HEVC codecs.• Developed a video streaming platform using the compressed video files, improving the streaming speed and quality.• Utilized machine learning principles to optimize video compression, and worked with 3D visual experiences. |

Technical Skills

Languages: C++, Python, Java, MATLAB, JavaScript/TypeScript, HTML/CSS, Swift, Objective-C, Go, SQL, Perl
Frameworks: React, Node.js, Flask, JUnit, Selenium, WordPress, Material-UI, FastAPI
Development Tools: Linux, Git, Docker, React, Vue, Node, Postman API, Spring Boot, Django, PySpark, MongoDB, CI/CD, Kafka, MySQL, AWS, Kubernetes, TCP/IP networking protocols
Libraries: pandas, NumPy, Matplotlib, Scikit-learn, Keras, Pytorch, Seaborn, FuncUnit